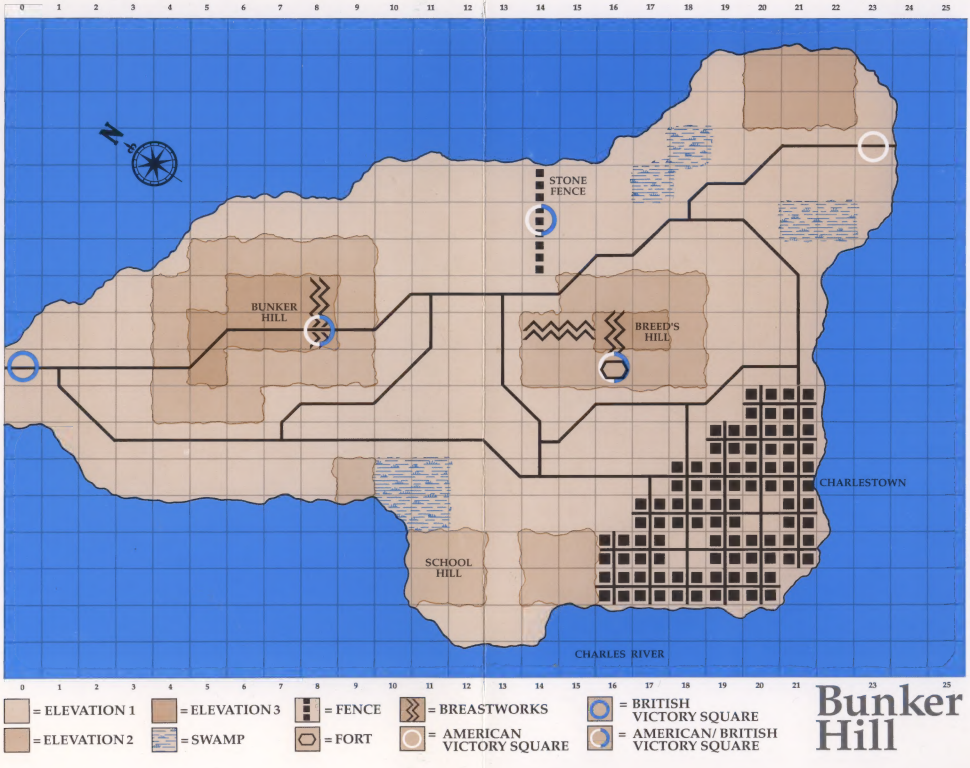
STONE FENCE
BUNKER HILL
BREED'S HILL
CHARLESTOWN
SCHOOL HILL
CHARLES RIVER
= ELEVATION 1
= ELEVATION 2
= ELEVATION 3
= SWAMP
= FENCE
= FORT
= BREASTWORKS
= AMERICAN VICTORY SQUARE
= BRITISH VICTORY SQUARE
= AMERICAN/ BRITISH VICTORY SQUARE
Bunker Hill

MOVEMENT COSTS

Terrain Type Entered	OP Cost For:	INF.* DIS.CAV.	INF. COL	MTD CAV.	LIMB. ART.	UNLIMB.* ART
Clear, Ridge, Bridge		4(5)	2(3)	1(2)	2(3)	P*
Breastworks, Hedge, Rough, Village						
Fence		5(7)	3(5)	3(5)	4(6)	P*
Woods[1]		6(8)	4(6)	5(7)	6(8)	P*
Road[2]		NA	1	1	1	P*
Water		P	P	P	P	P*
Ravine		6(8)	4(6)	4(6)	6(8)	P*
Town		P	P	P	P	P*
Swamp		7(9)	5(7)	6(8)	[3]	P*
Creek		5(7)	3(5)	3(5)	5(7)	P*
Higher Elevation Per Level [4]		+1	+1	+1	+2	P*
Enter ZOC		+3	+3	+1	+3	P*
Leave ZOC		+1	+1	+1	+1	P*
ZOC to ZOC[5]		+2	+2	+2	+2	P*

[1] Most British units pay one additional OP to enter woods squares.
[2] To be eligible for road movement rate, a unit must be in Column, Mounted, or Limbered formation and be moving either horizontally or vertically (not diagonally) from one road square to another. Infantry in line/dismounted cavalry pay OP for the normal (non-road) terrain type in the square.
[3] Requires all of the units OP. May only be entered if the unit performs no other action that phase and has a minimum of 1 OP.
[4] Penalty is for each change in elevation. Entering a square that is one elevation higher would cost one additional OP. Entering a square which is two elevations higher will cost two additional OP and so on.
[5] To be eligible for ZOC to ZOC movement, the unit must be entering a friendly-occupied square. Movement penalties are cumulative. The moving unit must pay the cost to leave a ZOC, plus the cost to enter a ZOC, plus the ZOC to ZOC movement cost, plus the normal cost to enter that terrain type. ZOC to ZOC movement is normally permitted for units with insufficient OP to pay the movement cost, if it is the only action the unit performs in a phase and if that unit has at least 1 OP.
Numbers shown in parenthesis () are for diagonal movement.
P = Prohibited.
NA = Not Applicable.

EFFICIENCY TABLE

ACTION	COST
Unit moved onto by Routing unit	-8
Unit moved onto by retreating unit	-3
Unit retreats	-3
Unit stacked with unit that Routs	-15
Per casualties of 3 men*	-2
Unit changes formation	-2
Unit changes formation in ZOC	-2
Unit Advances	+2

*For units with less than 400 men. If a unit has over 400 men, the Efficiency loss is equal to: 2/3(men lost) x 400/(# of men in unit).

ACTION COSTS

Action Performed	OP Cost For:	INF.* DIS. CAV.	INF. COL	MTD CAV.	LIMB. ART.	UNLIMB.* ART
Change Facing		+1	0	0	0	+1
Change Formation to Column, Mounted, or Limbered*		2	NA	NA	N/A	2
Change Formation to Line, Dismounted, or Unlimbered*		NA	4	4	4*	N/A
Fortify[6]		+8*	P	P	P	+8*
Fire in Fire Phase		2	2	2	4	P*
Melee (attacker)		4	4	4	P	P*
Melee (defender)		4	4	4	4	4*

[6] Used in ADVANCED GAME only.
NA = Not Applicable.
P = Prohibited.
* Not applicable to BASIC GAME.

FATIGUE TABLE

Action	Cost
Fire and Melee Combat	
Infantry and Cavalry	+3
Artillery	+8
Enter Clear, Village, Bridge, Rough, or Road* square	+1
Enter Woods, Swamp, Creek, or Ravine Square	+2
Cross Fence or Hedge	+1
Enter Higher Terrain	+1 per elevation gain
Fortify	+15

*Only applies if unit is eligible for road movement rate. Units in road movement have a 50 percent chance of getting 1 Fatigue point per move. Units not using road movement are penalized Fatigue cost for the non-road terrain type of the square.

WEAPON/RANGE CASUALTY TABLE

WEAPON TYPE	ABBREV.	RANGE IN SQUARES 1	2	3-4	5-6	7-8	9-12
Rifle	RFL	3.5	3	.5	0	0	0
Musket	MSK	3	.5	0	0	0	0
Carbine	CRB	2	0	0	0	0	0
3 Pound Gun	3PD	4.5	2.5	1.5	1	0	0
6 Pound Gun	6PD	8.5	4.5	3.5	1.5	1	.5
12 Pound Gun	12P	15	7.5	5.5	3.5	1.5	1
24 Pound Gun	24P	19	9.5	7	4.5	2.5	1
Mortar	MTR	.5	.5	3	4.5	1.5	.5

The number under the range column for each weapon type is the number of casualties that weapon will inflict at that range per 100 men or per gun firing. These casualties are modified by other factors. Refer to Section 20.6.